
Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 04:06:00 GMT

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Yep.I'd been making maps for Quake/Quake2/Half-Life, and a company called Headfirst Studios (making the Call of Cthulu game) were interested in hiring me, but wanted me to do an artist's test with 3D Studio.So I spent a frantic weekend going through tutorials, and came up with that, which was about a year ago. Since then, I've been lead level designer at 3000 AD (click for shots), as well as working on my own Half-Life mod and upcoming game.Making mods is quite possibly the best way to get into the game industry. Make your stuff, get a good reputation (because employers will check places like these forums) and you stand a good chance of getting taken on.
